



CLASS & LEVEL
PLAYER
RACE
BACKGROUND
ALIGNEMENT
EXPERIENCE

CHARACTER NAME

PROFICIENCY BONUS

INITIATIVE

PASSIVE WISDOM

INSPIRATION

SENSES

MAXIMUM HIT POINTS

AC

SPEED

TEMPORARY HIT POINTS

CURRENT HIT POINTS

DIE LVL USED

HIT DICE

EXHAUSTION

CONDITIONS

SUCCESSES

FAILURES

DEATH SAVES

LVL

LVL

LVL

LVL

LVL

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

STR

INT

DEX

WIS

CON

CHA

RESISTANCES

SAVING THROWS

ATTACK NAME

RANGE

ABILITY

TO HIT

DAMAGE

TYPE

ATTACK NAME

RANGE

ABILITY

TO HIT

DAMAGE

TYPE

ATTACK NAME

RANGE

ABILITY

TO HIT

DAMAGE

TYPE

ATTACK NAME

RANGE

ABILITY

TO HIT

DAMAGE

TYPE

ATTACKS

NAME

TYPE

MAX

USED

REGAIN

LIMITED FEATURES & ACTIONS

RESOURCES

SPELL SAVE DC

ABILITY

SPELL ATTACK

1st

2nd

3rd

4th

5th

SPELL SLOTS

BACKGROUND

RACIAL TRAITS

Acrobatics (Dex)

Animal Handling (Wis)

Arcana (Int)

Athletics (Str)

Deception (Cha)

History (Int)

Insight (Wis)

Intimidation (Cha)

Investigation (Int)

Medicine (Wis)

Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

Religion (Int)

Sleight of Hand (Dex)

Stealth (Dex)

Survival (Wis)

SKILLS

WEAPONS

TOOLS & OTHERS

ARMOR

PROFICIENCIES

LANGUAGES

EQUIPMENT

CP

SP

EP

GP

PP